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# INTRODUCTION

The game's philosophy divides into two main schools. The first is quite long. If it wasn't so long it could have been interesting. The other is so sophisticated and weird, that by the time you finally comprehend it, you will find that you have become such an old and confused person that you won't be able to remember a thing!

This is where our story begins. One can say this surreal journey of an old woman on her washing machine and her search for unidentified objects, such as an Insane rabbit, a cook book and a plant underground, Is a demonstration of the second school of philosophy. To tell you the truth, I believe in "dis-philosophy", but I'd rather not talk about it.

Meanwhile, we can look at our world from a different angle. This is a world with rules of its own. As you play, I think you will sense this game is not the fruit of a sick man's mind, but a by-product of our own unpredictable lives.

Game Designer B.D. Benny Davidovch

# INSTALLATION

## Installing *Armed and Delirious* in Windows™ 95

1. Start Windows™ 95 and put the first CD into your CD-ROM drive.
2. After a few seconds, AutoPlay will start the installation procedure.
3. Follow the on-screen instructions. After the game has been successfully installed, you can start playing.

To start the program manually, or to run the game after installation has been completed, press START, then choose RUN and type D:\armenu.exe {Enter} (where D: is your CD-ROM drive).

This program will automatically install DirectX drivers. If these are deleted and you wish to re-install them, you should refer to Appendix A at the end of the manual.

## Starting *Armed and Delirious* in Windows™ 95:

When you insert the *Armed and Delirious* CD into the CD Drive, the AutoPlay menu will come up. Press "Play" to start the game. If "Play" is disabled, then install the game.

If the CD is already in your drive, press "Start", then click on PROGRAMS, followed by MAD ENGINE and finally ARMED AND DELIRIOUS to start the program (Default directory only).

If you choose to play the game with any CD other than CD 1, the game will automatically open the "Load Game" window. If you want to start a new game, press "Cancel", then insert CD 1.

# THE STORY

The Crotony family enjoy experimenting on animals and tormenting them. One of these animals decided this must stop. He moved into the Communication world and started his vengeful voyage. He created special planets with the help of an unfriendly group of men and strange creatures. The planets you are going to "bump" into, are the creation of the insane rabbit; he used parts and objects from the villa to create them. This rabbit wanted to make sure that his whole family was in one room, so that it would be easy for him to get rid of them and throw them into space. Anyway, things didn't exactly go as planned and the revenge scheme was executed.

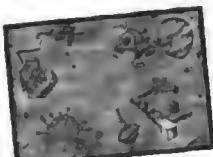
## The Villa

This is granny's old beloved home that has turned into an inseparable part of the Great Rabbit's Worlds and Planets.



## The Game's Map

Before each entrance to a world, you need to wander around on an unfinished drawing of a map. After a map has been chosen, you can enter specific planets. Now you can hang around and get to know the Rabbit's Worlds!



## The Rabbit's Worlds

### The Thing

This planet was created when the Rabbit decided to go "scissor crazy". It contains four different worlds:-

- Fantasy World - a beautiful, charming, marvellous world?!
- The Trees - A group of Inconsiderate trees.
- Doughnut Land - This is the street where Granny's old villa was. However, due to recent events, it's not there anymore.
- The smelly dirty side of Doughnut Land - In this place, dirt, filth, bad smells and unfair prices are the basis of existence.



### Black Hole Planet

It is shaped like a discus without proportion. Inside of it is the black hole. On top of it there's a sophisticated communication system, which controls all of the Great Rabbit's Worlds, inside of which sits the Great Rabbit himself!! At least, we think so.



### Dark World

It is a black hole in the middle of nowhere. Inside of it, there is a spooky, scary world of darkness... and...!!



### Communication World

This is the mad Rabbit's world. From here, he rules, dominates and controls his magnificent worlds.

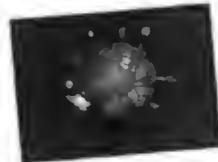
## The Door Planet

This is actually a door from the villa. It lost its original function, so now you can get through it and enter any of the following worlds!

- **Downtown World** - This is one enormous playground where you can have the time of your life!!! Here you can find happiness and pleasure together with Rabbit Agents and crooks, who are all over the place!
- **Upside down World** - Everything is topsy-turvy in this place, from physical things to ideas.
- **Underground World** - This is a weird underground world, where a group of plants are hiding from the Great Rabbit! This world is a silent, secret undercover world; so secret, in fact that even the world itself isn't aware of its own existence.

## Transport Planet

This is a part of the Doughnut Land's transport system. It has turned into a planet and inside of it there is a mall!



- **The Mall** - This is an extra-terrestrial mall. The creatures who live around here have different ideas about the word "game".
- **The Salesman's Planet** - This planet was made out of one of the Rabbit Agent's cars. This agent guy was an impostor, who impersonated a "salesman after a car accident".

## CHARACTERS

### Granny

An old woman who spent most of her life in an attic, as far away as possible from her disgusting family and other universal problems. The most important thing in her life is, has been and will always be her cook book!



### The Family

The Crotony family are a crazy, merciless, ruthless family. They have their own weird way of looking at things. Each member of this family is an expert in methods of torturing animals and other living creatures. Usually, they do it out of boredom. Believe it or not, living in Doughnut Land is a fascinating and thrilling experience!!!



### Rabbit Agents

A bunch of rabbits, or just plain crooks and eager hit men, who serve the mad boss - the Great Rabbit!!!



### The Plants

The plants are a persecuted species, always on the run. They live in fear of the crazy Rabbit who is trying to catch them to make his favourite soup - "Plant soup" (this recipe can be found in Granny's cook-book). The desperate plants created an underground world in the corridor of the interrogation offices of the Rabbit. They are planning to spoil the Great Rabbit's plans, and above all, stop his monstrous cooking!

## Trees

A family of loony trees. They are so strange, it's hard to decide who's the nuttiest!

## Creatures

A by-product of strange events - and there are many of them (events and weird creatures!). Most of them seem detached and wrapped up in their own world. They are inconsiderate beings, who don't pay attention to visitors. They have different nuances of insanity and madness, but basically, they're all nuts!



### The Great Rabbit



A crazy vengeful rabbit, who's out to get revenge for himself and his friends. He's crazy about carrot soup and plant soup, which is why he needs Granny's cook-book. This works out perfectly with his vengeful scheme against the Crotony family. The Great Rabbit has a special control room, from which he controls all of his worlds. He also has a very special talent for dollars and sense. He can pull strings and buy anything and anyone he wants. He knows something we don't!

## ITEMS

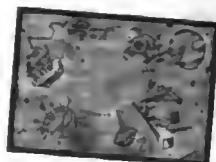
### Bra - "Bra-ventory"

(Inventory) - A feminine device that is able to hold and store all kinds of stuff.



### Flying Washing Machine

Granny's favourite mode of transport.



### Technical Map

This map helps you to pinpoint exactly where you are in space and it can save precious time!



### George's Diary (Tape Recorder)

George Crotony recorded himself talking about his personal experiences during his fascinating journey through the Great Rabbit's planets and worlds. This was recorded before he decided to sell the house. These recordings can come in handy as they give you clues and hints when you're stuck somewhere and not sure which way to go.

### The Recipe

A piece of paper with ingredients and cooking instructions written on it . . . you must make something and eat it all up when it's ready!

# BRAVENTORY

## The Toolbar

- Load Game: Loads a previously saved game.
- Save Game: Saves your current position within the game.
- Options: Displays the option menu.
- Tape Recorder: When you have found the tape recorder, this allows you to listen to it
- Quit Game: Exits the game. Don't forget to save.

## Items

- When you pick up items in the game, they will be added to this part of the window. To use an item, click on it and the cursor will change to that item. Next, ensure that the cursor is on the place that you want to use it, and press the left mouse button.
- To drop the item back into the braventory, press the right mouse button.
- To use two items together, click on one so that it replaces your cursor, then click on the other item.
- If you want more detailed information about an item within the braventory, press the right mouse button on the item of interest.

## ICONS



Regular

- Press an area to get Granny's reaction, in action or speech



Use

- With this icon you can speak, walk or use objects



Drag

- In 'use' mode, if you keep the mouse button held down and the cursor changes to this, you can drag and push objects to any angle or direction you choose



Door

- Denotes an exit/entrance to another screen

## HOTKEYS

During the game, the following key combinations are available:-

F1, Control + H

- Listen to tape recorder.

F2, Control + O, Control + L

- Load Game.

F3, Control + S

- Save Game.

TAB, Control + I

- Open Braventory.

Control + Q

- Quit the game.

## OPTION SCREEN

1. Switches the speech on/off.
2. Switches the brightness on/off.
3. This slider sets the volume.
4. Switches the titles on/off.
5. This slider sets the speed of the text in the game.  
When the speech is enabled, this slider is disabled.
6. This button takes you back to the last screen.
7. Displays the Introduction.
8. Displays the Credits.



## HINTS

### What should I do first? (Tape Recorder)

After recent thrilling events in the kitchen, Granny is getting very worried. She has to find her cook-book! Her family are her last priority, she really doesn't give a damn about them! But, in order to retrieve her cook-book and capture the crazy Rabbit, she has to set them free.

To find the cook-book, you have to get out of the villa. If you don't have several important objects in your bra by this time, (objects that are heavy enough to lift the tracks and free Granny's washing machine), you will not be able to do it.

The following instructions are meant to help you:

Locate the little tape recorder (George's diary), which is one of the objects that you will need to get out of the villa. We think it's the most useful object you can find; it will assist you and come in handy in all of the worlds that George explored.

### How do you reach the diary?

Good question, but I'm afraid that I can't give you any clues! Well, OK, you'll find a clue when you reach item 8 below.

1. Get out of the kitchen and go to the guest room.
2. Proceed to the second part of the guest room.
3. Now, walk into George's and Melanie's bedroom.
4. Throw the smelly creature out of the laundry basket and get into it!
5. Go to the left side of the screen and open the second drawer from the bottom; when you do that, the lower drawer of the dresser will open.
6. Go to the now-open drawer on the other side of the closet and take out the tape recorder. (It's there, though you can't see it!). From now on, this tape recorder will be an integral part of your braventory.
7. To hear recordings, use the tape as any normal tape
8. A clue!

## TROUBLESHOOTING

- Q: I have sound problems, or the sound stutters. What should I do?:
- A: Sometimes, graphic card drivers can cause problems with sound. Quit the game and manually set the resolution of your display to 640 x 480
- Q: I have an expensive graphics card and I am using more than 256 colors for my display, but the game says that it needs a 256 color display. What should I do?
- A: You should automatically set the settings for your display to 256 colors. If Intermittent sound problems occur, it is advisable to quit and manually set a screen display of 640 X 480 using 256 colors. (see Windows™ manual for details).
- Q: When the inventory is open, the sound is "jumpy" or crackles.
- A: Try running *Armed and Delirious* with the -j parameter.
- Q: I am running a lot of other stuff in the background, why is the game so slow ?
- A: *Armed and Delirious* takes up a lot of resources, so exit all other programs before playing.

## APPENDIX A

### To reinstall DirectX drivers:

1. Open 'My Computer' in WIN 95
2. Right click on the CD Dementia Icon
3. Select 'Open'
4. Double click the 'DirectX' directory
5. Double click 'Dxsetup.exe'
6. Select 'Restore Window Drivers'
7. Follow Window instructions
8. Reboot when done
9. When your computer restarts, follow steps 1-5
10. Select 'Re-Install DirectX'

After performing the above steps, all of the items listed in the dialogue box should appear as 'Certified'.

# CREDITS

**Creation And Design:**

Benny Davidovich.

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**Lead Tester:**

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Produced by MAKH-SHEVET DEVELOPMENT

# CUSTOMER SERVICE

Whether it's a game hint or a technical glitch, we're here to help you. Below is a list of ways to contact Sirtech Software.

## Technical support

When contacting us for technical support, please mention your computer make, operating system, amount of memory, and type of sound card. If you're contacting us by phone, you'll get the best service if you're sitting at your computer when you call. **Note:** The following contacts are for technical support *only*. No hint requests, please.

**Technical Support by Phone:** Call **(315) 393-6644**. Technical support lines are open Monday-Friday (except holidays) from **9 am to 5 pm Eastern time**.

**Technical Support by E-mail:** Send a message to [tech@sir-tech.com](mailto:tech@sir-tech.com).

**Technical Support by Fax:** Send a fax to **(315) 393-1525**.

**Product Updates:** Sirtech issues updates for its games from time to time. If you're having problems with a game, contact our Technical Support staff. They may have an update that solves your problem. Updates are frequently available on Sirtech's Web page.

## Game hints

If you get stuck in the game and need a nudge or two, our Hints Hotline can help. Call **(315) 393-6633** for a hint. Hints Hotline hours are: **Monday-Friday, 4 pm to 8 pm Eastern Time; Weekends and Holidays, 12 noon to 4 pm Eastern Time**.

Getting a busy signal when you call the Hotline? When a game is first released, that's not uncommon . . . lots of people are trying to get through. You can mail us a letter instead. Send it to:

Hints Hotline  
Sirtech Software  
P.O. Box 245  
Ogdensburg, NY 13669

## **Repairs**

If your disk has become unreadable within 30 days of purchase, return it with a dated original receipt to:

**Repairs**  
Sirtech Software  
P.O. Box 245  
Ogdensburg, NY 13669

After 30 days, enclose \$30.00 to cover costs of media replacement plus \$2.50 to cover shipping and handling. (NY residents, please add 7% sales tax to the total of repair and shipping.) Prices are subject to change without notice. Please include the following information in your package. Failure to do so could delay processing:

Original master diskettes

Warranty card (if not already sent)

Letter explaining your problem and your computer configuration

For free replacements within 30 days, please enclose original dated sales receipt (it will be returned to you)

For replacements after 30 days, \$10.00 repair charge plus \$2.50 shipping and handling fee (plus tax if applicable)

## **For more information**

To find out more about Sirtech's current and upcoming games, visit our World Wide Web site at [www.sir-tech.com](http://www.sir-tech.com).